

**HODGE  
PODGE**

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**Artworx<sup>TM</sup>**

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# HODGE PODGE

Apple version written by Marsha Meredith

Atari version by Gary Ahlquist

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HODGE PODGE is a "surreptitious learning" program for pre-school children with features that could lead an inquisitive older child to explore such areas as science, mathematics and music.

Once the HODGE PODGE is loaded and run, it operates quite simply. As any key is pressed, a song, animation, or picture - related to the key in some way - is heard or appears on the screen. All of these "vignettes" are of short duration. A list of the keys and their effects is provided on the following pages, but it should be pointed out that on the Apple version 'ESC' causes program exit and 'RESET' has its usual function on either computer; these keys should therefore be protected from small flying fingers.

For small children, HODGE PODGE is most effective when the child is seated on an adult's lap and the adult explains, reads, sings and reinforces. Older children can easily use the program by themselves. An interesting situation occurs when an older child presents the program to a younger one!

Children can and do learn letters of the alphabet, words, numbers, musical scales, songs and animals from this program, simply by having favorites that they want to see and hear again and again.

To run the program, simply insert the disk and then turn on the computer. After an introductory tune terminates, press any key to start the program. The keys and their corresponding action are as follows:

A - an apple (naturally)

B - a bear which scowls until it "recognizes" the child.

C - a cat.

D - a dog animation and song.

E - a demonstration of "empty" and "full".

F - Old MacDonald's Farm, complete with song and animals; a big favorite!

G - a goat.

H - a horse and "Camptown Racers".



I - an ice cream cone in one of several flavors.

J - JUMP animation.

K - a cuddly koala-bear.

L - a lamb: the one Mary had.

M - magnet: show a real one to an older child and expect questions.

N - a number line; if N is hit repeatedly (or N and 'repeat' are hit together), counting is done and reinforced in two ways - by movement along the line and by block stacks.

O - "Oh, Susannah", an American classic.

P - a prism breaks white light into a rainbow of colors (are you using a color TV?).

Q - quick and slow, as demonstrated by a worm!

R - a rabbit.

S - stars; the "big bang" or creation of the universe.

T - "Take Me Out To The Ballgame", more American culture!

U - up and down: a dot of color goes up and down steps while tones go up and down the scale (note the "half-steps" at appropriate places).

V - a volcano "blows its top"!

W - a worm (yuk).

X - a screen-filling pattern.

Y - "Yankee Doodle".

Z - a zig-zag pattern.

: - upward dots.

\* - stars and big bang again.

=,- - equality animation.

+, - an introduction to addition.



<—,—> - horizontal dots.

<,\$> - an introduction to "smaller" and "bigger", with the help of some of the animals.

/ - downward dots.

? - the alphabet, with song played slowly so that a small child can sing along; all the letters appear and then a moving dot keeps pace with the tune.

1,2,...8 - each plays one note of the scale and shows a picture of that note on a staff.

9 - up and down the 8-note scale.

0 - up the scale and then set up an 8-note "piano"; a child can then play tunes by hitting 1-8 (everything else is ignored). Hit 'RETURN' to exit piano mode.

shift-1,...,shift-9 - prints the word corresponding to the number.

RETURN - clears the screen, clears piano mode.

space - a multi-colored box: this is popular with 'repeat' to fill the screen.

ESCAPE - program exit for Apple: if hit inadvertently, just type 'RUN' to start again.